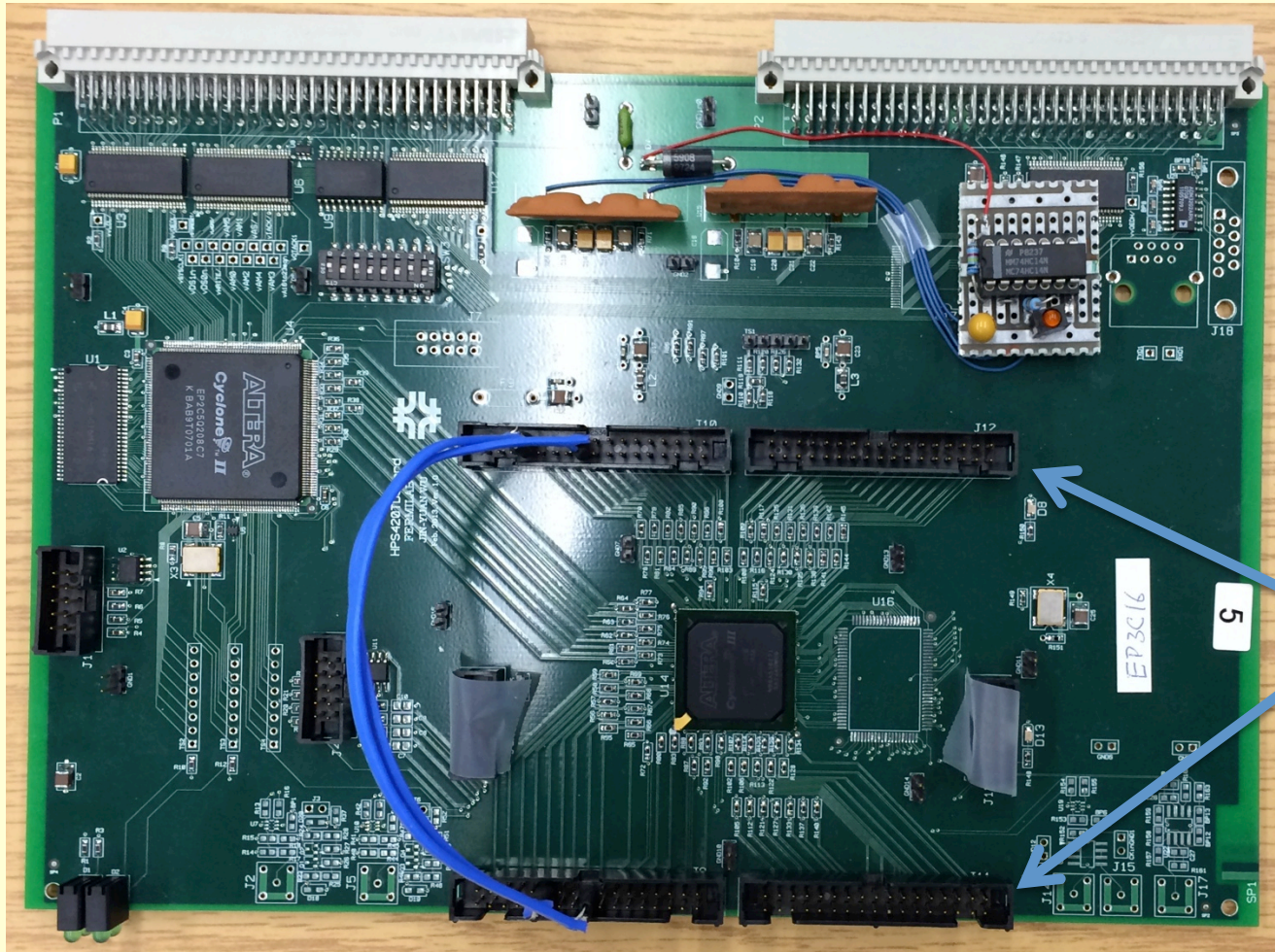


# LArIAT TOF Readout Wave Union TDC (Jinyuan)



15.625 ps LSB  
52 bits time

Discriminator  
mezzanine  
plugs in here

# LArIAT TOF WU TDC



Ran WU TDC at test beam last week successfully with in beam PMT TOF signals

- Iterating with Jinyuan for refinements at fixes
- Need redefinition of time start
  - Currently expects EOS signal
  - But that initiates two second self-calibration sequence
  - Has long delay before store ~ 56 seconds
- Request BOS beginning of store input
  - Programmable delay when calibration starts
  - And/or user requested calibration via VME
- Need channel enable mask
  - Channel 0xB on late Friday became noisy, occluding real hits from PMT
  - Reminder: Have 8 analog input channels

# LArIAT TOF WU TDC Readout



- Automatic self calibration simplifies programming
- Readout device driver written and tested, included in main LariatReadout application
- Total readout timing, header + payload, 512 data words (32 bit)
  - Single word controller, single word VME: 5 millisec
  - Grouped controller list, signal word VME: 1.6 millisec
  - Slow by modern standard, but sufficient for us
- Problem with block transfer (BLT) readout
  - Have asked to fix VME BLT address increment
- Worse case data rate: One hit per 12  $\mu$ sec generates three 32-bit words in buffer
  - $\Rightarrow$  170 hits per buffer
  - Still OK for our rates, reading during spill  $\sim$  85 kHz (not counting other intra spill activities)

# LArIAT WU TDC TOF Data Sorting



- No natural concept of trigger in WU TDC
  - Designed for continuous readout
- But we can easily readout entire spill > 10 kHz rate
- With 52 bits of timing information, 4 second spill easily fits
- But hits will have to be aligned with other readout using the full timestamp, not easy at front-end
  - ArtDaq has no concept of non-event aligned data
- Data come in chunks of 12  $\mu$ sec *Time Frames* :
  - Header word with coarse time
  - Followed by  $nHits$  words with channel and fine time
  - Zero trailer word
- Have asked to eliminate zero trailer word
- Frames with no hits produce no data buffer words